

ABSTRACT

A reel based game that requires skill, fast reflexes, good memory, and strategy to play well. In the preferred embodiment, a video screen is used to electronically display the apparent rotation of several reels. A player presses a stop button to stop the rotation of the reels. If a player can stop a symbol on the reel in a required location on the screen, then the player is rewarded according to a pre-determined table of rewards. In an electronic version of the game, there can be a bonus symbol that allows a player to enter a bonus round where rewards are higher. A player can use concentration and memory to increase the likelihood of successfully stopping desired symbols in the appropriate location by recognizing what symbols appear in what order on the reels. In an electronic version of the game, the symbols will be periodically shuffled on the reel to renew the challenge for a player. The reels rotate at a speed that allows a player with concentration and skill developed by practice to be successful on a consistent basis in stopping a desired symbol in the winning location.